

REMARKS

Claims 1, 3-9, 11, and 12 are all the claims pending in the application. Claims 1 and 7 are independent claims.

New claims 13 and 14 have been added. These claims are fully supported at least by the non-limiting embodiment described in the original specification at least at page 25, lines 2-7.

Claim Rejections 35 U.S.C. § 102

Claims 1, 3, 4, 6-8, and 12 are rejected under 35 U.S.C. § 102(e) as being allegedly anticipated by Walker et al. (US 6,110,041) ("Walker '041"). Applicant respectfully request the Examiner to withdraw the rejection at least because Walker does not teach or suggest all of the recitations of amended claim 1.

Claims 1 and 7 have been amended to recite that a game machine or network system in which a data storage stores "a plurality of personal information items with respect to each player" and a game environment arranger "selectively reads out one of the personal information items" of the player identified. This amendment is fully supported in the original specification at least by the non-limiting embodiment described on page 12, lines 6-21.

Walker does not teach or suggest the claimed game machine or network system. Instead, Walker merely teaches a game system in which one personal information item (information stored within player database 214, player preferences database 216, and casino preferences 218) is stored for each player. Walker at 4:64-5:16. When a player starts a game, the game uses either these single stored preferences or alternatively uses game default values. Walker at 8:23-31 & Figs. 11A and 11B.

In contrast, the claimed invention includes a data storage that stores a plurality of stored personal information items. Therefore, the game arranger selects one of these multiple stored personal information items and sets up the game environment based on the player's personal information.

As such, Applicant respectfully requests the Examiner to withdraw the rejection of independent claims 1 and 7 at least for the reasons discussed above. In addition, Applicant respectfully requests the Examiner to withdraw the rejection of dependent claims 3-6, 8, 9, 11, and 12 at least because of their dependency from one of claims 1 and 7.

New Claims 13 and 14

In addition, Applicant respectfully submits that new claims 13 and 14 are allowable at least because of their dependency indirectly from claims 1 and 7, respectively, and because Walker does not teach or suggest the claimed game machine or network system having a game canceller.

Conclusion

In view of the above, reconsideration and allowance of this application are now believed to be in order, and such actions are hereby solicited. If any points remain in issue which the Examiner feels may be best resolved through a personal or telephone interview, the Examiner is kindly requested to contact the undersigned at the telephone number listed below.

AMENDMENT UNDER 37 C.F.R. § 1.111
Appln. No. 09/855,020

Docket No. Q64489
Art Unit 3714

The USPTO is directed and authorized to charge all required fees, except for the Issue Fee and the Publication Fee, to Deposit Account No. 19-4880. Please also credit any overpayments to said Deposit Account.

Respectfully submitted,

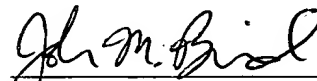
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APPENDIX
VERSION WITH MARKINGS TO SHOW CHANGES MADE

IN THE CLAIMS:

The claims are amended as follows:

Claim 1 (Thrice Amended). A game machine comprising:

a player identifier, which identifies a player who wants to play a game;

a data storage, which stores personal information of a plurality of players which have played the game, the data storage being operable to store a plurality of personal information items with respect to each player; and

a game environment arranger, which selectively reads out one of the personal information items of the player identified by the player identifier from the data storage, and automatically sets up a game environment based on the personal information;

wherein the player identifier identifies the player using image recognition techniques, and

wherein the personal information includes parameters of play of the game.

Claim 7 (Twice Amended). A network system for setting up a game environment, comprising:

a common host apparatus;

a plurality of game machines communicatively connected to the host apparatus;

a player identifier, which is provided in at least one of the host apparatus and game machines, and identifies a player who wants to play a game, the player identifier provided;

a data storage, which is provided in the host apparatus, and stores personal information of a plurality of players which have been played the game, the data storage being operable to store a plurality of personal information items with respect to each player;

a data communicator, which is provided in the host apparatus, and selectively transmits one of the personal information items of the player identified by the player identifier, from the data storage to at least one of the game machines; and

a game environment arranger, which is provided in the respective game machines, receives the personal information transmitted from the host apparatus, and automatically sets up a game environment based on the received personal information;

wherein the player identifier identifies the player using image recognition techniques, and

wherein the personal information includes parameters of play of the game.

Claims 13 and 14 are added as new claims.